Sammy™

NES-W4-USA★

MICHAEL ANDRETTI'S WORLD GP™

INSTRUCTIONS

THANK YOU FOR SELECTING THE FUN-FILLED "MICHAEL ANDRETTI'S WORLD GP" GAME PAK BY AMERICAN SAMMY CORPORATION.

THIS GAME IS
LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

NINTENDO AND Nintendo ***ENTERTAINMENT SYSTEM***
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak.

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing.

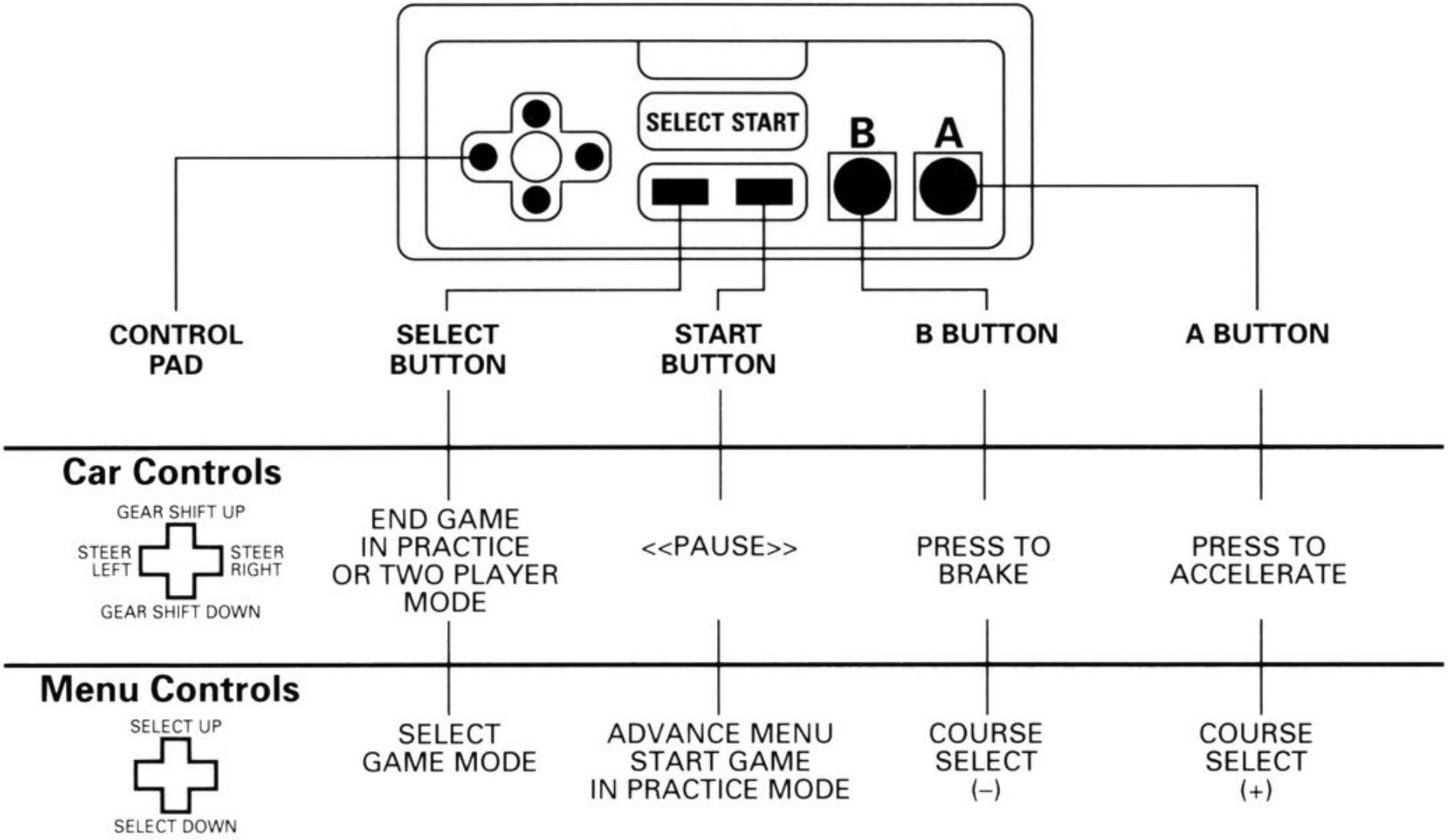
- *Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.*

Welcome to the exciting world of formula car racing. Experience the intensity of the Grand Prix and be coached by one of the champions in the business of speed, Michael Andretti! World GP has been designed to simulate the action of the raceway, from the wear and tear on the tires to the force of the hairpin curves. So sit back in your chair, grab hold of the controller, and get ready to burn rubber!

"Months of collaboration and countless man hours have been invested into this high performance racer for Nintendo. I hope that all NES players will enjoy racing a formula machine in their own homes!"

Michael Andretti
International Grand Prix Champion

CONTROLLER PARTS AND OPERATING INSTRUCTIONS

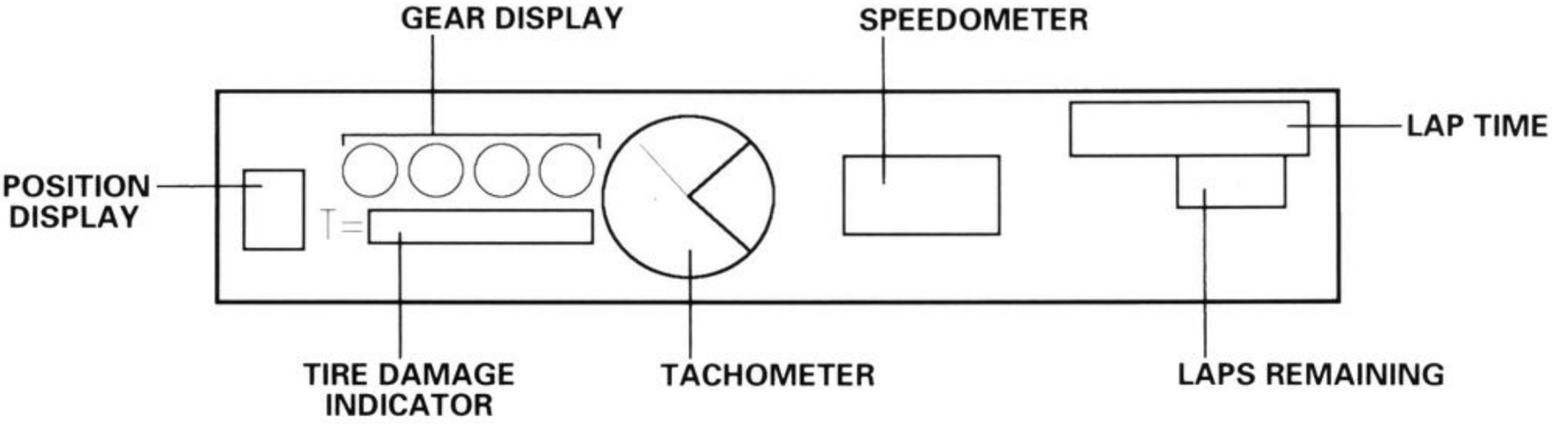


<<PAUSE FUNCTION>>

If you wish to pause during a game, press the Start button. Press the Start button again to continue play.

COCKPIT INDICATIONS

Here is a diagram of the cockpit and an explanation of all those lights and Gauges!



GEAR DISPLAY - Indicates which gear (from 1st to 4th) you are in.
SPEEDOMETER - Indicates your speed in kilometers per hour (kph).
LAP TIME - Shows lap time. The display will momentarily stop after you run across the finish line.
TACHOMETER - Indicates engine rpm.
TIRE DAMAGE INDICATOR - Shows remaining tire "grip" available.
POSITION DISPLAY - Indicates your race position.

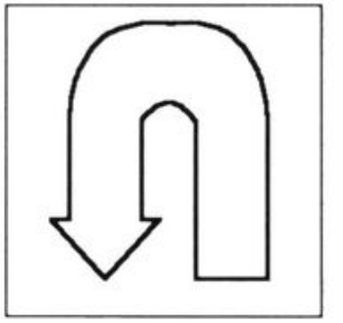
RACING NOTES

Course Map — As you drive in either Practice or Grand Prix mode, a scaled map of the race course will appear above your car. On the map, a small dot representing your car will appear and move on the course as you drive. Use the map to anticipate curves, long straights, and goal points. In Grand Prix Mode, the map will provide you with the positions of the competition, as all four cars are represented.

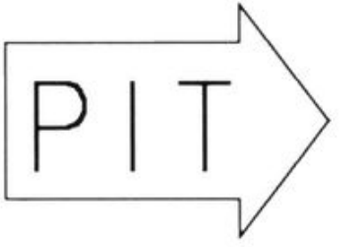
Tire Damage — The tires will lose their ability to "grip" the road after long periods of racing, screeching, or running off the track. The more abuse you give your tires, the less traction and maneuverability your car will have.

Gear Shifting — If you are in a racer other than the automatic Honda, you will have to shift gears. Shift up by pressing the UP ARROW, and DOWN by pressing the DOWN ARROW. The gears range from Neutral to 4th; the faster you go, the higher your gears should be. When you hear the engine give a high-pitched sound, and see the needle in the tachometer enter the red, you should shift to a higher gear.

Track prompts — Just before you come to a curve or pit stop, there will be a red sign above your car indicating the oncoming curve. Signs indicating curves are red and contain an arrow showing the degree of the turn, while pit stops are prompted by an arrow pointing in the direction of the stop.



Pit Stops — When your tires are running out of tread (indicated by the tire wear display), you can pull in to the pit stop to change them. By pressing the B button rapidly, you will increase the speed of the pit crew as they change your tires. Timing your entry into the pit stop is part of the strategy of formula racing!



Track Pylons — The pylons indicate the location of the start/finish/lap line of the track, or the location of the pit stop. In order to enter the pit stop you must either run over or behind the pylon.

MODES OF PLAY

Michael Andretti's World GP has 3 modes of play for you to choose from.

- PRACTICE MODE allows you to sharpen your skills on any of the sixteen tracks or four cars available. Michael Andretti will advise you on how to attack each course. This mode is recommended for novice racers.

- In TWO PLAYER MODE, one player can challenge a second player (using controller #2) or race against any of the world class racers available.

- GRAND PRIX MODE pits you against the world's finest formula-1 racers in 9 levels of competition. Racing in the Grand Prix is time-consuming, so a password feature has been installed to give you the opportunity to practice before the next GP, study the abilities of a pro in TWO PLAYER MODE, or just relax after a tough race.

PRACTICE MODE

Before you race against the pros of the Grand Prix circuit, you may want to practice on the circuit tracks and get a feel for gear shifting, accelerating and braking, as well as the tricky curves and chicanes.

After selecting PRACTICE MODE, you will enter the Track Menu. Here, you will be able to pick a specific track from Brazil to Australia and any of the 4 formula machines available.

Once your selections have been made, press the START button to advance to the Michael Andretti Game Tips.

Michael Andretti's Game Tips

After you choose a car and track, you will be briefed by Michael Andretti. With the help of a track diagram and a pointer, Michael will share some of his racing strategies. Use the A or B buttons to continue his messages and eventually start the run, or press the START button to go directly to the race.

The Practice Run

You have 5 laps to run on your chosen track. The game can be discontinued by pressing the SELECT button. After practicing, a statistics screen will appear. Press any button to return to the main menu.

TWO PLAYER MODE

In TWO PLAYER MODE, you can choose to race against another Nintendo player, or one of 13 famous international professionals, including Michael Andretti!

Driver Select

The Driver Select mode is automatically set for 2 player interaction, however, by using the up and down arrows on either control pad (Control 1 = Side 1, Control 2 = Side 2), the player(s) can choose a professional driver to compete against or be represented by. After this selection has been made, press either the START or B buttons to continue.

The game will continue to the Track Menu, where you can choose not only the course and machine, but the amount of laps to race as well. Press START to begin the game.

Distance Indicator — Between the two racing screens is a meter indicating the distance from start (S) to goal (G). The two racing formula cars will be represented by smaller cars on this indicator and will move accordingly. Drivers can use this to determine lap position.

GRAND PRIX MODE

When you have gained experience on the tracks of the world, you will be ready to compete in the Grand Prix.

Introduction

After selecting the GRAND PRIX MODE, you will be asked to start a new Grand Prix or continue a previous one. See the section on Returning to the Grand Prix if you wish to continue.

After pressing START, enter your name in the spaces provided (up to 8 letters or numerals can be used), select END and press START.

Racing

The Grand Prix is separated into 9 levels of competition, each level having up to 16 rounds, or courses.

In order to win the title of Grand Prix Champion for a particular level, you must gain more points than any of the other GP racers.

First, you must qualify. In qualification, you'll have 5 laps to achieve a time less than the driver whose time trial placed him in 4th position. If you don't qualify, you'll have to watch the other four racers run the track until the next round.

When you have qualified, you will receive a starting position for the race based on your time versus the other racers (ex. Pole Position if your time is less than the racer with the lowest qualification time). Your car will be placed in a starting spot, then it will be up to your driving skills to reach the checkered flag!

Grand Prix Password

The GRAND PRIX MODE has a password feature that allows you to leave and return to your position in the Grand Prix. At the end of a GP round, you will have the option of acquiring a password. Once you have made a note of the code, turn the NES off.

To return to the Grand Prix, select CONTINUE when entering the GRAND PRIX MODE. Enter your password, then select END to continue where you left off.

GRAND PRIX COMPETITORS

Here is a list of the competition; it always helps to have some background on the driving characteristics of your fellow racers.

M. Andretti (Chevy Lola)
One of the top GP racers on the circuit. His sharp reflexes, sophisticated driving style, and endless determination makes him a tough competitor.

A. Brost (Chevy Lola)
This calculating and ruthless driver keeps a cool head under any circumstances.

A. Zenna (Chevy Lola)
Not a flashy driver, but he knows how to handle his machine. He is always trying to drive at the fastest speeds possible.

G. Gerger (Honda)
A very aggressive racer. He either wins great or loses badly!

N. Pequet (Mugen)
A textbook driver that knows how to handle corners.

N. Manselo (Mugen)
This racer is always in control, taking his car to the limit every time.

A. Nannimi (Ferrari)
Nannimi is a smooth driver and handles corners with ease, however, he does make a lot of mistakes.

T. Bietsen (Ferrari)
A very stable driver. He treats his machine like an old friend, and the relationship shows in stable, consistent driving.

M. Alboreta (Ferrari)
Definitely a show-off driver that likes to hear his machine screech and scream. Did his pit crew bring enough tires for him?

FORMULA CARS

Chevy Lola (V8 TURBO)
Its great horsepower (630HP) is produced by turbo, and is so strong that the car can spin-out in first gear! Unfortunately, its low-speed torque is not powerful due to small engine displacement (1500cc).

Honda (V10 NON-TURBO)
This car has much horsepower (622HP), having a high rpm engine, but its power-band is narrow, so it has an automatic transmission.

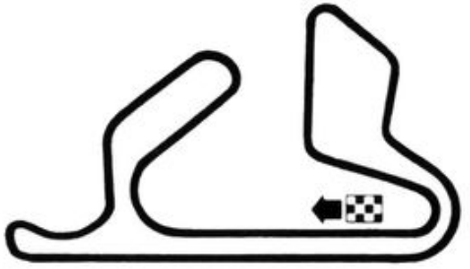
Ferrari (V12 NON-TURBO)
The Ferrari is a standard car for the GP, mainly because of its evenly distributed torque and 617 HP engine.

Mugen (V8 NON-TURBO)
It has strong torque at low speeds, but lacks spunk at higher racing speeds with only 605HP.

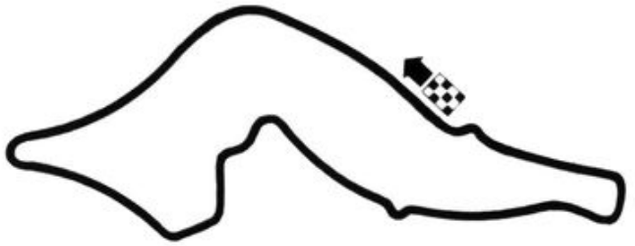
COURSE DESCRIPTIONS

TRACK DESCRIPTION — Each track has its own unique racing construction and conditions which adds to the excitement of competition. Beside each track, you will find a four line description:

TRACK NAME - TRACK LOCATION
ONE LAP LENGTH
DIFFICULTY LEVEL (1 = HARDEST, 5 = EASIEST)
TYPE TRACK (IN LAPS)

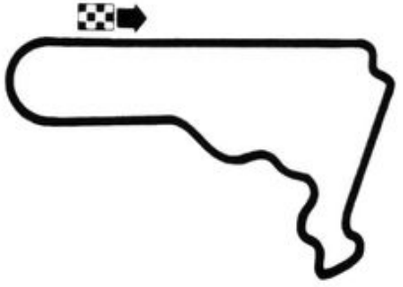


1. NELSON PIQUET - BRAZIL
   5.031 Km
   DIFFICULTY = 2
   7 LAP



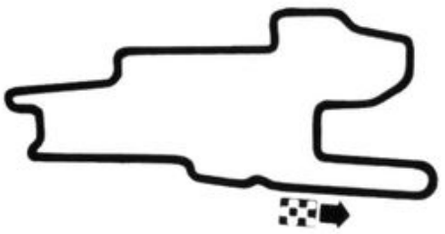
2. DINO FERRARI - SAN MARINO
   5.040 Km
   DIFFICULTY = 5
   7 LAP

3. MONACO
   3.328 Km
   DIFFICULTY = 3
   10 LAP

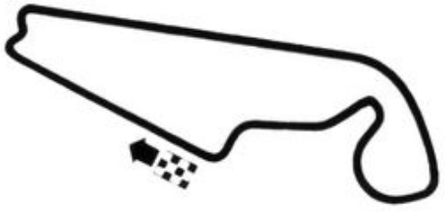


4. RODRIGUEZ - MEXICO
   4.421 Km
   DIFFICULTY = 1
   8 LAP

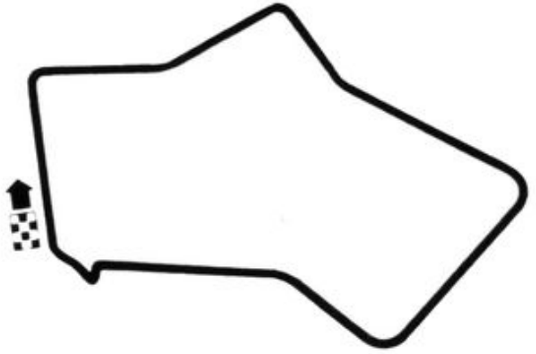
5. MONTREAL - CANADA
   4.410 Km
   DIFFICULTY = 4
   8 LAP



6. DETROIT - U.S.A.
   4.023 Km
   DIFFICULTY = 1
   8 LAP

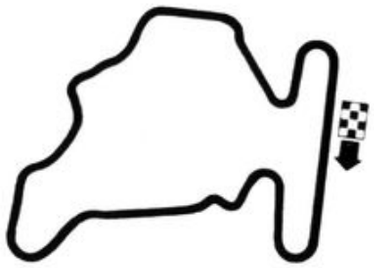


7. PAUL RICARD - FRANCE
   3.813 Km
   DIFFICULTY = 5
   9 LAP

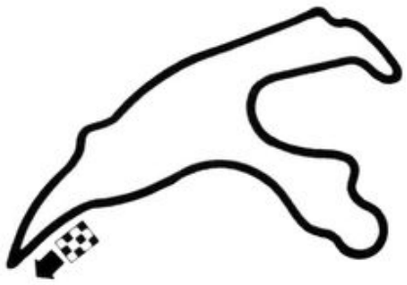


8. SILVER STONE - ENGLAND
   4.778 Km
   DIFFICULTY = 4
   7 LAP

9. HOCKENHEIM - WEST GERMANY
   6.797 Km
   DIFFICULTY = 5
   5 LAP

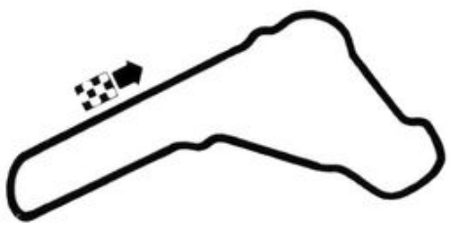


10. HUNGARORING - HUNGARY
    4.014 Km
    DIFFICULTY = 1
    8 LAP

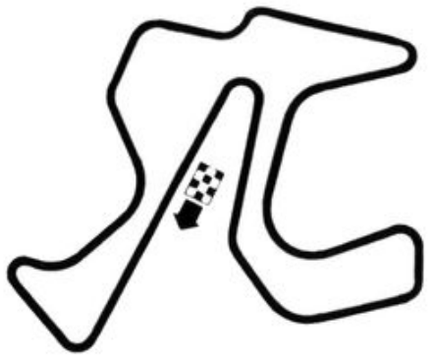


11. SPA FRANCORCHAMPS - BELGIUM
    6.940 Km
    DIFFICULTY = 4
    5 LAP

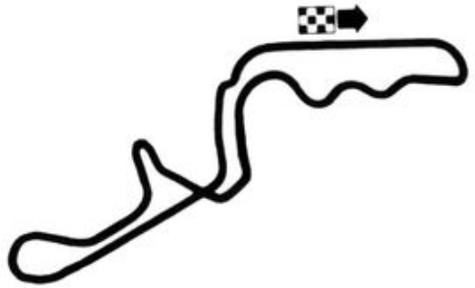
12. MONZA - ITALY
    5.800 Km
    DIFFICULTY = 5
    6 LAP



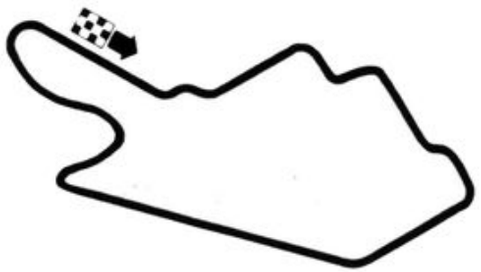
13. ESTORIL - PORTUGAL
    4.350 Km
    DIFFICULTY = 3
    8 LAP



14. JEREZ - SPAIN
    4.218 Km
    DIFFICULTY = 3
    8 LAP



15. SUZUKA - JAPAN
    5.859 Km
    DIFFICULTY = 5
    6 LAP



16. ADELAIDE - AUSTRALIA
    3.778 Km
    DIFFICULTY = 1
    9 LAP

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion, of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Also available from American Sammy!!!

LICENSED BY NINTENDO®
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM®

© 1989 AMERICAN SAMMY CORPORATION

PRINTED IN JAPAN